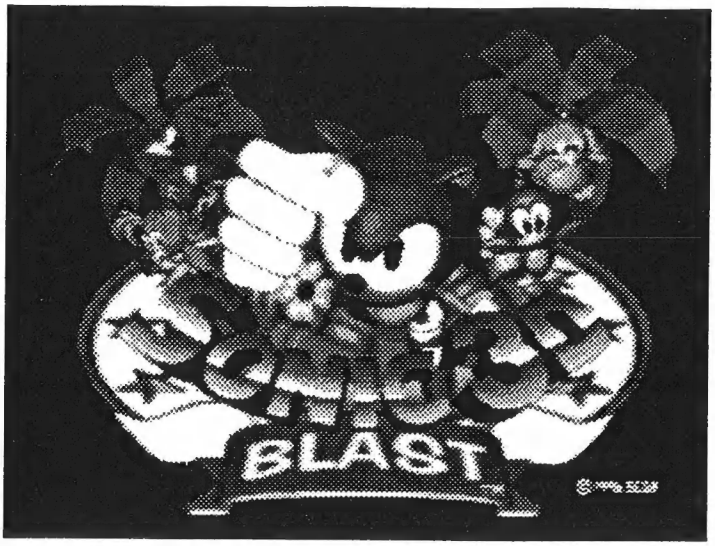
SEGA Genesis / Saturn



Genre
Action/Platform

ESRB Rating
K-A

Difficulty Level
Easy - Medium

of players
1 Player

Similar Games
Sonic Series (Same characters), Landstalker(Similar point of view)

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F. A. Q. s on Sonic 3D Blast

Q. Are there any codes for this game?

A. Currently there are no codes available for this title. You can obtain a level select option, see the Chaos Emerald question below.

Q. How do I reach those Sonic Heads over some of the spring pads?

A. As you collect Flickies, they stream out behind Sonic, like a tail, as they follow him. When you jump on a spring pad, they'll reach the heads. You need to have all five Flickies in the "tail' to reach some of the heads.

Q. What happens if I collect all 7 Chaos Emeralds?

A. If you collect all 7 Chaos Emeralds, you'll enter a special bonus zone called The Final Fight after, after you complete the Panic Puppet Zone. After you successfully complete the final fights zone, when you begin a new game, you'll receive a level select option that allows you to reach any zone including The Final Fight and all bonus rounds. The level select option remains until your ***Genesis unit is turned "OFF" by the power button*** (pressing the "Reset" button will not affect this option).

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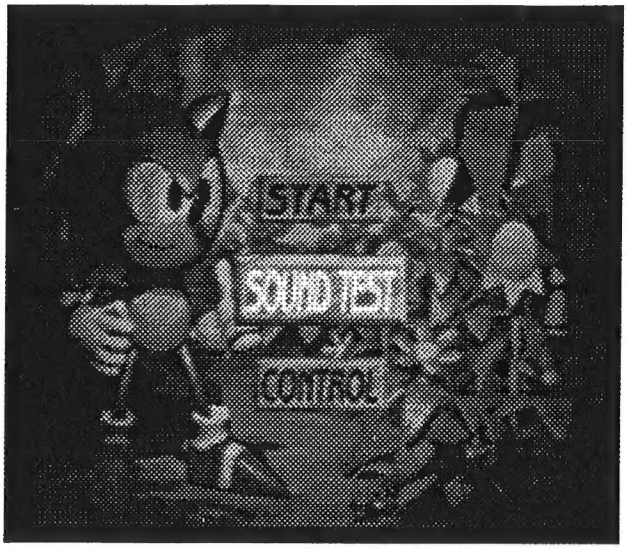
Control Information

Button or Control	Function
Directional Pad (D-Pad)	The D-Pad is used to cycle through the pre-game options, and to control and guide Sonic through the game.
Start Button	This button enters and exits the options on the options screen. This button is also used to pause your game and to resume a paused game.
A Button	**Option screen:** Plays the background music and sound effects on the option screen. **During the game:** Makes Sonic jump, and perform the blast attack (when using the Gold Shield).
B Button	**Option Screen:** Stops playback of background music or sound effects. Selects setting "A" or "B" in the "Control Option" screen. **During the game:** Makes Sonic perform the Spin Dash.
C Button	**Option screen:** Plays the background music and sound effects on the option screen. **During the game:** Makes Sonic jump, and perform the blast attack (when using the Gold Shield). 1
X, Y, and Z Buttons If using a 6 button controller	No function.
L & R Shift Buttons	No function.

Options Screen / Pre Game Options

The Option screen has three selections to choose from:



Start
Control
Sound Test

While on the option screen, pressing the D-Pad will cycle through the three available options. As you press the D-Pad, the currently selected option will cycle to the foreground and the text of the option will light. The remaining options will cycle to the background and appear dim. Press the "Start" button to make your selection.

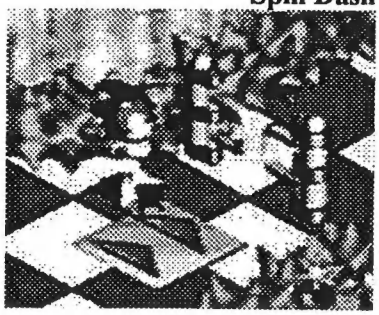
Start-Use the D-Pad to cycle this option to the front and press the "Start" button to begin a new game.

Control- Use the D-Pad to cycle this option to the front and press the "Start" button to enter the control option screen. Press the "B" button to switch the Jump and Spin Dash function between buttons. Press the "Start" button to exit tom the main option screen.

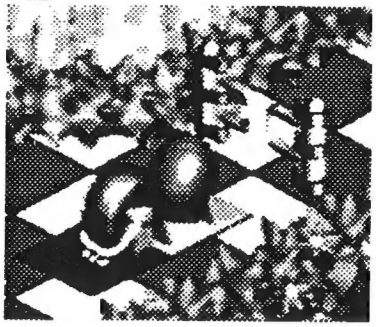
Sound Test- Use the D-Pad to cycle this option to the front and press the "B" button to enter the Sound Test option screen. Once on the Sound Test screen, use the D-Pad to switch between the Background music (BGM) and Sound Effects (SFX) options. Press the "A" or "C" button to play the sound or music. Press the "B" button to stop playback. Press the "Start" button to exit to the main option screen.

Items of interest mentioned in the game guide:

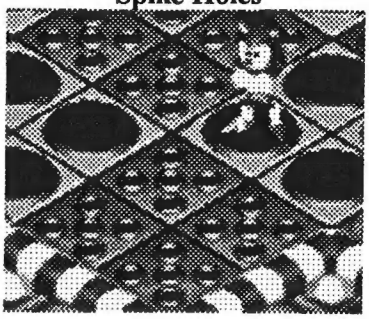
Spin Dash



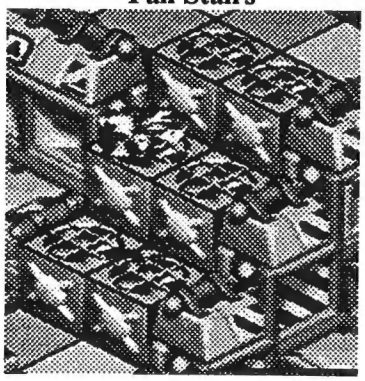
Pad



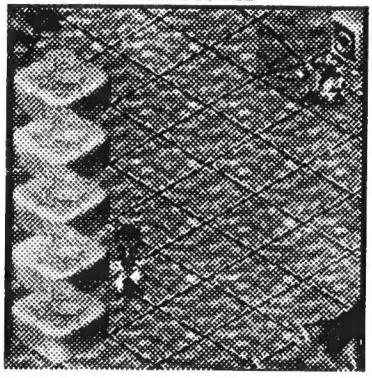
Spike Holes



Fan Stairs

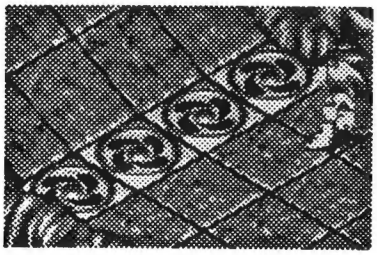


Flat Stones

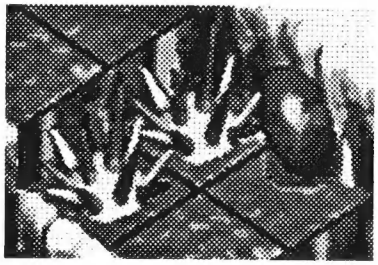


Dimension Ring

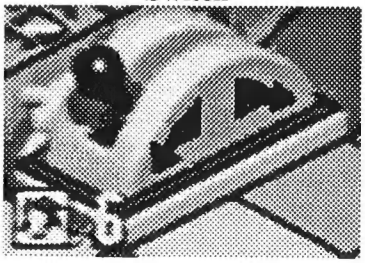
Toe Spin Disks



Ice Spikes



Conveyer Belt Direction Switch



Zone Walkthroughs

Your adventure takes you to Flicky Island, where you must rescue you friends from the evil clutches of Dr. Robotnik. To complete your mission, you must pass through 7 zones.

Green Grove Zone
Rusty Ruin Zone
Spring Stadium Zone
Diamond Dust Zone
Volcano Valley Zone
Gene Gadget Zone
Panic Puppet Zone

Bonus Rounds:
During a Bonus Round, you run along path and collect rings. The amount of rings you need to collect during each stage of the bonus round is flashed on the screen before each section. If you collect enough rings, you'll receive a Chaos Emerald. If you don't collect enough rings, the bonus round ends and you're transported back to the main game. If you can manage to collect all 7 Chaos Emeralds, once you complete the Panic Puppet Zone you'll enter a bonus zone called The Final Fight. See Pg. 24 for more information and a complete walkthrough.

Green Grove Zone

Act 1 / Area 1:

This section is divided into six sections or levels one higher that the last. Each higher level is connected by a small incline or slope.

You begin the stage just right of a waterfall to the top right of the screen. Collect all the rings in the immediate area, the cross the log bridge in front of the water fall. On the other side of the bridge, you'll find a Spin Dash Pad. Step on the pad to zip to the next area. After speeding along, you'll land on the *second level* inside a small depression in the ground. The terrain around you slopes down and left and up and right. If you run left and down the slope, you'll find a shield monitor, four rings and a spring pad. Collect them then make your way right and back up the slope to reach the second level. Now go up the slope to reach level three where you'll find a purple robot patrolling around a small pond. This is actually a trapped Flicky, that you need to free. Free the Flicky by either jumping onto the robot or spin dash into it. Once the Flicky is freed, touch it to make it follow Sonic and continue up the slope to the right to reach the fourth level. At the top, you'll find two more trapped Flickies. The first is slightly left of the top of the slope, the second is on the far left. Use caution when freeing these two guys, they have spiked spheres orbiting them. If you touch the sphere, you'll take damage.

Once you've freed the Flickies go up the slope to the North. On this level you'll find the last two Flickies, the first just left of the slope, and the last to the Southwest. After you've freed and collected all five Flickies, go to the Dimension Ring in the Northern part of the level. Jump and touch the red portion of the ring to send the Flickies home. Now you only need to step onto the door that was under the ring to warp to the next area.

Bonus Round.
You can also find a secret area on level four. Just right of the spring pad (3 squares), if you look closely at the wall you'll see small cracks. Spin Dash into the crack and you break through the wall and roll into the secret area. Here you'll find rings, a shield monitor, and a cannon. Collect the goodies, then jump into the cannon. Press the "C" button to fire the cannon. You should find Knuckles at your landing site. If you have 50 rings or more, touch him to be transported to the bonus stage.

Green Grove Zone
Act 1 / Area 2

When you appear on the next screen, you can find the first Flicky at the top of the small incline to the Northwest. After collecting the Flicky, you can go in either of two directions to continue: across the log bridge to the West, or down the incline to the South *(For our directions we 'll drop off the incline)*. At the bottom of the incline, you'll find the next trapped Flicky (in bee form) slightly to the West near a depression in the ground. Next, make your way down to and across the log bridge to the Southwest.

Bonus Round

Once across the bridge you can find a cliff to the south. If you drop off it, you'll find Tails. If you have 50 or more rings, touching him will transport you to the bonus round. *You also should keep it in mind that this cliff takes you back to the first area.*

Once across the bridge, go Northwest and follow the path to find the next two Flickies. Now, continue Northwest until you reach a Spin Dash Pad and a Spring Pad. Collect the rings, then step on the Spin Dash Pad to zip up the path. At the top, you'll come to an area where you'll find the last Flicky and the Dimension Ring. After you collect him, use the Dimension Ring to send the Flickies home and finish the Act.

Green Grove Zone
Act 2 / Area 1

This area is much easier to make your way through, everything is on the same level. Follow the path to find the first Flicky, the remaining Flickies can be found; 1 at the top of the first path, 1 to the far East, and 2 to the far Northeast. Collect them all, then use the Dimension Ring.

Green Grove Zone
Act 2 / Area 2

After finishing your long roll, you arrive in an area where you'll find a steep incline to the North, a gun turret, a path to Knuckles on the Southwest, and another path to the far South.

Bonus Round

If you have 50 or more rings, touch Knuckles to warp to the Bonus area.

After you collect the Emerald, follow the path to the South to continue into the level. At the end of the path, you'll come to a set of steps with a spring pad at the top that you need to climb to continue. Once at the top of the steps. You'll find the first Flicky in bee form. Once you collect him, make your way Northeast until you come to two holes in the ground. You should see a caterpillar like creature jumping from the hole to hole. This creature is actually a trapped Flicky. To free him, either stand in his path and then jump or spin dash into him as he moves from hole to hole. This area where you're currently located is sort of tricky. You can find another Flicky to the Northeast, a log bridge on the Eastern side, and two paths (one blocked by a large rock) on the Northeast side. The blocked path leads to Tails and a bonus area, the other leads to rings and a shield.

Bonus Round

Use the Spin Dash to break through the rock blocking the path, then make your way up the trail. The trail will open into an area with a spring pad at the Northern edge. Use the pad to reach the higher ledge then walk to the far Northwestern wall (left). Once there walk Southwest (press diagonally "Down" and "Left") to go through a tunnel (you can't see it because of the angle of the game area. Follow the path to reach Tails and the bonus area. Once you freed all the trapped Flickies, go across the log bridge on the Eastern side of the area. Directly on the other side of the bridge, you'll find the next trapped Flicky. The last Flicky and the Dimension Ring are to the North.

Secret Area
Left of the Dimension Ring (in the Northwestern wall) you can find the entrance to a tunnel that leads to a secret area. Look closely at the wall (three squares from the left and six squares from the right) and you should see small cracks. Spin dash into the area with the cracks and you'll break through the wall. On the other side you'll find *rings, a 1-up monitor, a shield monitor, and a cannon.* Don't use the cannon it blasts you back to the beginning of the act.

Green Grove Zone
Act 2 / Area 3

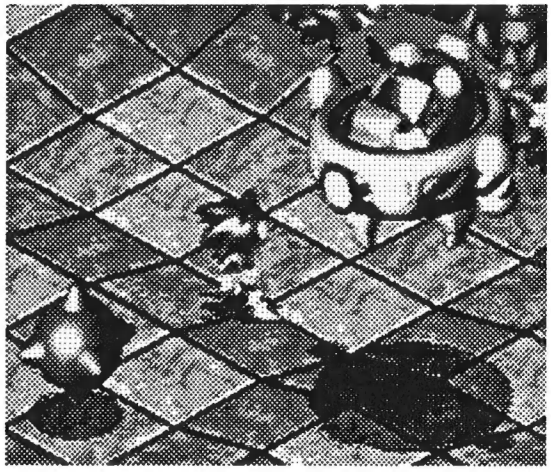
When you appear on screen, you can find a shield monitor, the first Flicky to the Northwest and a log bridge to the Southeast. After you collect them, go across the bridge. You'll find the next Flicky directly on the other side. Follow the path and you'll find the next two Flickies (one in bee form and one in caterpillar form). After you free them, go the far East where you'll find the final Flicky and the Dimension Ring.

Green Grove Zone
Act 3 / Boss Battle

Area Description:
The area is square shaped with a wide depression in the middle and four raised mounds (one on each side) around it, and four smaller depressions on the outside edges. There are rings around the outside edges that you can grab.

Boss Description
Robotnik is piloting sphere shaped craft around the area. The craft carries a large spiked ball that drops when near Sonic. The ball bounces and follows Sonic as it attempts to squash him.

How To Defeat
To cause any damage to Robotnik's craft, you need to attack it from the top. Try to stand in or near one of the depressions and wait for the ball to drop. Once the ball drops it will bounce **FIVE** times then Robotnik will swoop in to pick it up. Run and try to maneuver it so that the ball comes to the fifth bounce inside on of the depressions. Climb to higher ground, and wait for Robotnik to pick it up. Once he does, jump and hit the top of the craft. It takes 5 hits to defeat him.



Rusty Ruin Zone

Act 1 / Area 1

(At the start point on this Act, you can find a path to the Northeast that is blocked by columns. Don't worry about this path for now you can can't get past it, you'll return here later.)

The From the point where you begin the Act, go down the slope to the South and then down the stairs. You'll come to an area where you'll find two swinging spiked balls to the West, four green buttons, and another slope down to the South. From here, going in either direction will bring you back to this point (the path circles around and returns). It's actually very easy to make your way around to free the Flickies once you know how to get past the broken columns that block the path. If you go down the slope to the South, you come to four Toe Spin Disks. If Sonic steps on one, they cause him to rise up on his toes and spin around (Toe Spin). **During the Toe Spin, Sonic can break through the columns and free trapped Flickies.** He will to continue to Toe Spin until you press the jump button. Step on a Toe Spin Disk, and then continue South through the columns. On the other side you'll find a trapped Flicky in Alligator form. Once you free and collect him, go down the slope to the Southwest. You'll find the next Flicky (in bee form) at the bottom of the slope. Now carefully make your way up and over the next slope and continue West. Follow the path Northwest and you'll come to the next trapped Flicky. You should see Tails in a small area Northeast of the Flicky. To reach him, you need to break the columns. Slightly Northwest, you'll find the next Flicky and the Dimension Ring. From the Dimension Ring, go Northeast (past the swinging spiked ball) and up the flight of stairs to reach the final Flicky.

Bonus Round

The only way to reach Tails is to step on the spin pad and then make your way past the two swinging spiked balls and then down the stairs. If you go in the other direction, you need to jump to continue along the path. Once you jump, you lose the Toe Spin.

Rusty Ruin Zone

Act 1 / Area 2

After zipping along you'll come to rest at the end of a small path. Follow the path and then go up the stairs. At the top of the stairs you can go in three directions; South back down the path, Southwest along a path, and East to an area where you'll find two Toe Spin Disks. First go East and step on a Toe Spin Disk, once you're in a Toe Spin, go back to the West. As you move West you'll come to a fork in the path, one fork goes south, the other continues West (this fork leads to the columns mentioned in the Area 1 walkthrough.) Take the South fork and break through the columns. As you continue South along the path, you'll come to the first Flicky. Continue to follow the path and make your way up the steps and past the two swinging spiked balls. Slightly East of the spiked balls, you'll find the next Flicky (in gator form). Set him free and then go up the stairs and to the North. Continue North up the slope, and then carefully make your way around the two swinging spiked balls. Directly Southwest of the balls, you'll find the next Flicky and four Toe Spin Disks. Cop a Toe Spin and then continue Southeast down the stairs and follow the path. You need to keep spinning until you reach the columns at the very bottom of the path. At the bottom of the path, you find the final Flicky and the Dimension Ring.

Rusty Ruin Zone

Act 1/Area 3

From your start point you have to go South and there are two paths you could follow, one higher and one lower. Take the higher path first to free the first Flicky and step on a Toe Spin Disk. Once you're spinning, you can either go back to the path split where you took the higher path, or you can go through the columns to the south (both direction lead to the same location). You'll find the next Flicky at the bottom, which ever direction you decide to take. Now, follow the path to the Northwest and carefully make your way past the spiked balls. Free the next trapped Flicky, and then go down the stairs to the Southeast. At the bottom of the stairs, you'll find the next Flicky. Free him, then climb the stairs and go down the stars to the Southwest. At the bottom you'll find the final Flicky and the Dimension Ring.

Rusty Ruin Zone

Act 2 / Area 1

Follow the path East and free the first Flicky. Continue East to reach the next Flicky. Once you free him, go up the small slope North of his position. At the top you should find four Toe Spin Disks and two swinging spiked balls. On the other side of the balls (Northwest) you'll find the next Flicky, and a set of stairs. Once you free him, climb the stairs to find the next Flicky (in gator form) at the top. Once you free the gator form Flicky, go East and follow the path. This path will lead you down a few steps and to the last Flicky. Continue to follow it and it will take you to the Dimension Ring.

Rusty Ruin Zone

Act 2 / Area 2

The first obstacle in your path for this area is a very steep incline. There are actually two sections along the slope. The left side leads to an area where you can find a fire protection shield. The right side continues into the stage. The Slope is far too steep to run up, and to high to jump up in one leap. To get to the top, you need to use the mini-trampolines that extend out from the slope as you attempt to jump up it. The tramps are in the last row closest to the wall. Once at the top, you'll need to step on one of the Toe Spin Disks to cop a spin for some columns down the path. Continue along the path and carefully make your way past the spikes balls. Once past the balls, go to the Western side where you'll find a gap with a platform moving across it. To get across you can either jump onto the platform and ride it across, or you can use the Spring Pad. Once on the other side of the gap, go Southwest down the stairs, WATCH OUT FOR THE FLAME THROWERS IN THE WALL ! As you make your way down the stairs, you'll find the first Flicky. Continue down the stairs and you'll come to an area with a large column in the middle, here you'll find the next two Flickies. After you free and collect them, go down the stairs to the South. When you reach the bottom, you can go in two directions, Southwest and Northwest. Take the path to the Southwest first. It will lead you to the next Flicky. Once you collect him, make your way back to the fork and take the Northwest path. At the top of the Northwest path you'll come to another gap, this time there are three platforms floating in the gap. These platforms drop if you stand on them so you need to move quickly to get across. *(If you fall into the gap below, you need to make your way past spiked balls and flame throwers to reach a platform on the left side of the area. This platform leads to the area across the gap.)* Once on the other side of the gap, go Northeast to find the final Flicky and a set of stairs. After you free and collect the Flicky, climb the stairs to reach the Dimension Ring.

Rusty Ruin Zone

Act 2 / Area 3

The first Flicky is directly Southwest of the location you appear on the screen. Once you collect him, go up the slope and follow the path. The path will lead you to an area where you'll find the next two Flickies. Collect them and then go up the slope to the Northwest (the one with the Spring Pad at the top). Use the pad to reach the higher path and then climb the steps. At the top, you'll find the next Flicky. As you collect him, take notice of the columns on the Eastern side of the area. You need to Toe Spin through these to drop to the area below. You can find Toe Spin pads on the Western side of this level. Once you drop down, you need to step on one of the pads to Toe Spin, and then carefully make your way Northeast past the flame throwers and spiked ball. Go down the stairs, collect the Flicky at the bottom, and then crash through the columns. (whew) Now you only need to make your way past the spiked ball, and across the gap to find the dimension ring on the other side.

Rusty Ruin Zone

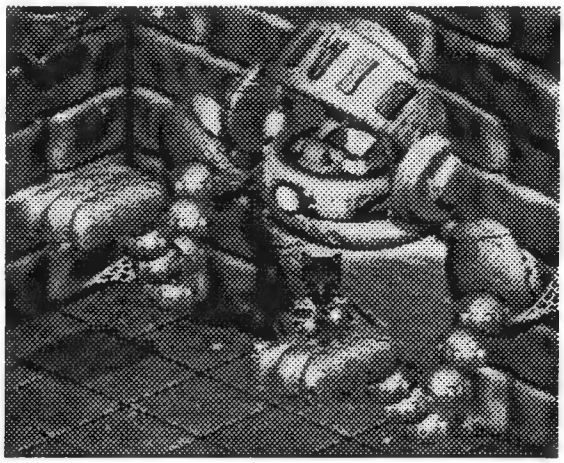
Act 3 / Boss Battle

Area Description

This battle takes place in a very small enclosed area with a stone statue on the Northeast wall. The statue has two paw like hands and a gun protruding from its belly.

Boss Description

Robotnik is still inside the round craft. As this battle begins, he pilots it into position where the statue's head would be (if it had one). The statue reaches out with its paw-like hands and tries to smash Sonic. It then fires its gun and attempts to shoot you as you dash to avoid the hands.



How To Defeat

All you need to do to defeat him is hit the craft. To reach it, wait for one of the hands to reach out and slap the ground. Once it does, jump onto it and ride it as it retracts back up. When close enough, jump from the hand and hit the craft. It takes 5 hits to defeat him.

Spring Stadium Zone

Act 1 / Area 1

You begin the Act, standing in an area with four striped bumper buttons and spike holes all around. Go down the slope on the Northeast side of the area and drop off the small cliff. Step on the Spin Dash Pad to zip to the next area. When you finish rolling, follow the path until you come to an area with a three way fork. The directions you can travel are; Northwest, Northeast, and Southeast. The only path you really need to concern yourself with is the Northwest fork. The Southeast fork circles around and leads you back to the Northeast fork. When you climb the short incline to the Northwest, you'll arrive at an area with 16 red pads, and numerous small red holes in the ground (the holes are arranged in groups of five). The holes have spikes hidden underneath them. If you stand on one too long, the spikes will stab upward to shank Sonic. *If you jump rapidly, you can make it across areas with these holes without taking damage.* At the top, you'll again come to a fork in the path, Northwest and Northeast. You'll need to either jump or use one of the spring pads to reach the upper areas to continue. Go in the Northeast direction first to find the first Flicky in crab form. After you collect him, go back to the fork in the path and take the Northwest direction. Use the spring pads in the Northwest side to reach the upper area. Continue Northwest to find the next two Flickies. Once you collect them, use the spring pad to reach the slanted area above and go to the spring pads to the right. Continue Northwest using the next two sets of spring pads to make your way up. From this level, you can find the next Flicky in the Northeast corner, the final Flicky in the Northwest corner, and the Dimension Ring in the Northern corner.

Spring Stadium Zone
Act 1 / Area 2

After dashing through the spiral tube, you'll arrive in an area with a set of stairs to the Northeast. Climb the stairs and use a spring pad to reach the higher area.

Bonus Round
On this small level, you can find Tails on the Northwest side.

Once you return from the bonus round, continue Northeast by making your way across the spike holes and using a spring pad to reach the upper area. Follow the path to reach the Spin Dash Pad and zip to the next area. The next path will lead you to an area with four red pads in the middle, spike holes round the pads, a path on the West side, and a slope leading down on the Southeast side. If you go down the slope, you'll find Knuckles standing at the bottom. If you have 50 or more rings, touch him to warp to the bonus area and collect the **Chaos Emerald**. Once you return from the bonus area, climb back up the slope and take the path on the West side to find the first Flicky. Once you collect him, go southeast and drop off the small cliff. You'll find the next Flicky on this lower level. Collect him and then continue to follow the path. The path will take you first Southeast, and then turn back Northeast. Jump across the small gap and continue Northeast. On the other side of the gap, you need to climb a small incline at the top of which you'll find a fork in the path. There are two directions for you to choose from, Northwest and Northeast. Take the Northeast path it leads back to the area where you found Knuckles. Continue to follow the path and carefully make your way across the two sets of spike holes. Once you reach solid ground again, you'll find the next Flicky. Collect him and then follow the path Southwest to find the next two Flickies. After you collect the final Flicky, go down the path to the Southeast and follow it to the Dimension Ring.

Spring Stadium Zone
Act 2 / Area 1

This area is very easy to complete, you only need to follow the path to find all the Flickies and the Dimension Ring. Begin by going Southwest and down the slope and then the steps. You'll find the first Flicky at the bottom of the steps. Collect him and then follow the path to reach the next Flicky. Collect him and continue along the path to the next Flicky. Collect the next Flicky you come to, and continue along the path. After you collect the fourth Flicky, you'll follow the path Northwest. The path opens again in an area with two striped bumper buttons. You have two directions to choose from, Northwest where you'll find an invincibility monitor, and Southwest. As you travel Southwest, you'll come to another set of spring pads and a higher area North of the path. The final Flicky is on the higher level. Once you collect him, make your way back down to the path and continue to follow it Southwest. The path will open into a wide area where you'll find the Dimension Ring in the Northeast corner. Once the gate opens, you need to step on the Spin Dash Pad to go to the next area.

Spring Stadium Zone
Act 2 / Area 2

Walk Southeast and down the slope. At the bottom you'll find a raised area with spike holes surrounding it.

Bonus Round
If you climb the incline, you find a path that leads to Knuckles and Tails standing in a lower area.

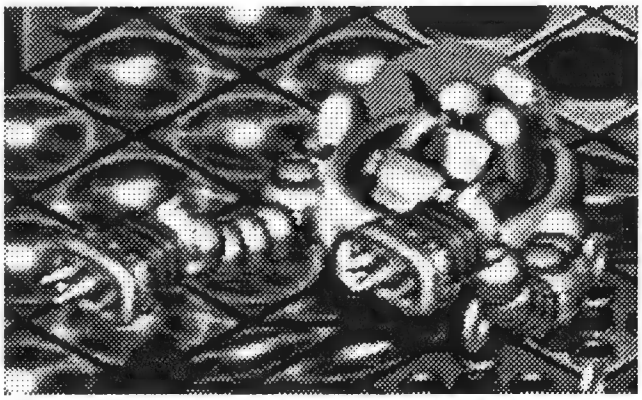
You can find the first Flicky on the Southeast side of the raised area. Collect the Flicky and then continue Southeast. The path will bend and lead you Northeast, continue to follow it to the next Flicky. Collect him and then jump to the higher level and follow the path Northwest to reach the next Flicky. After you collect him, you'll need to use a spring pad to reach the higher area. From there you need to use another spring pad to continue Northeast and along the path. Step on the Spin Dash Pad and zip to the next area. Go down the slope and follow the path to reach the next Flicky. Follow the path and it will lead you to the final Flicky and the Dimension Ring.

Spring Stadium Zone
Act 2 / Area 3

Once the gate opens, you only need to follow the path to reach the first two Flickies. Once you collect them, you need to make your way to the upper area to the North. To get there you need to use the spring pad and balloons to bounce high enough to reach the level. Jump on the spring pad closest to the wall and then press the D-Pad diagonally "Up" and "Right". If you do it correctly, Sonic will skip across the balloons to reach the level *(this maneuver is very difficult to do, and may take quite a few tries to make it)*. Once you make it up, follow the path Northwest and use the spring pad to reach the upper area. Collect the Flicky atop the raised area and continue Northeast. Collect the next Flicky and then go down the stairs to the Southeast. Follow the path Southeast to find the next Flicky patrolling in the middle of some spear holes. Collect him and follow the path to reach the Dimension Ring.

Spring Stadium Zone
Act 3 / Boss Battle

Area Description
The battle takes place in a square shaped area with a raised area in the middle. There are spike holes on the raised area, spike holes also surround the outside edge of the battle area.



Boss Description
Robotnik is still in the sphere shaped craft, this time it has two spiked hands. As he pilots the craft around the level, the hands move in an up / down fashion and smack the ground. Robotnik flies the craft and tries to crush Sonic with the hands.

How To Defeat
This battle is pretty difficult. You need to stand still and let Robotnik swoop down and try to swat you. As he swoops down, quickly dodge and then jump onto the top of the craft. There are only a few rings around the battle area, try to collect one at a time. This way if you take a hit, you have a few left to continue the battle. It takes 8 hits to defeat him.

Diamond Dust Zone

Act 1 / Area 1

Begin by following the path down the slope. Once you finish sliding, climb the stairs and carefully make your way past the snowblower. Drop off the cliff, and follow the path to reach the river. Cross the river by continuously jumping and pressing the D-Pad in the direction you wish to travel. If you travel North, you find a path that leads to Knuckles, the path to continue along your journey is to the East. Once you make it across the river, go down the stairs and you'll find the first Flicky in the form of a snowman. You'll need to jump on its head twice to free him. After you collect him, continue along the path to find the next Flicky in the form of a penguin. Climb the stairs to the Northwest to reach an area where you'll find the final two Flickies and the Dimension Ring. Northwest of the Dimension Ring, you can find a path that leads to a blocked cave. Spin Dash through the blockage and follow the path to reach a 1-up monitor.

Diamond Dust Zone

Act 1 / Area 2

Once you appear in the next area, spin dash through the ice spikes to the Northwest to collect the shield. Now, follow the path to the Northeast, until you reach the large gap. To cross it, you need to use the spring pad in the wall west of the gap. If you fall, you'll need to go back to the door that took you to the above area. Once across the gap, make your way to the snowblower. It will freeze you and blow you off the cliff. Now frozen, you'll slide along the path collecting rings along the way. You finish your slide at the top of a set of stairs. The first Flicky is below you to the Southeast. At the bottom of the stairs, you'll find the snowblowers, two to the North and one to the South. If you hug the Southern edge of the path, you can make it to the snowblower without taking damage. Just jump over it to get past, and continue along the path. You'll next come to an area where you'll find the next two Flickies. Once you collect them, you need to spin dash through the ice spikes blocking your path to the river to continue.

Bonus Round

Once in the river you can find a path that leads to Tails on the Southern edge.

Make your way up the river to reach a path and the far Northern edge. This path leads to the final two Flickies and the Dimension Ring.

Diamond Dust Zone

Act 1 / Area 3

At the beginning of this Act, the first thing you need to do is step on the Spin Dash Pad to zip to the next area. Once you finish sliding, follow the path and carefully make your way past the exploding snowmen standing on the stairs. You'll find the first Flicky at the top of the stairs. Collect him and then follow the path Southwest down the stairs. At the bottom you'll find two snowblowers that shoot diagonally across the path. You can make it past them if you spin dash diagonally through the cross fire. Once through, jump on the snow bank at the Western side of the area to reveal a spring pad. Use it to reach the upper area, then repeat the process the reach the next higher area. Follow the path Northwest up the stairs to reach the next Flicky. Collect him and continue Northwest. The path will open into a wider area where you'll find the next Flicky, in snowman form sliding around. Collect him and then make your way up the stairs to find the next two Flickies and the Dimension Ring.

Diamond Dust Zone
Act 2 / Area 1

You only need to follow the path to find the first two Flickies. Once you collect them, continue along the path to find the next Flicky on a level with a snowblower. Carefully collect him, and then continue along the path. At the bottom of the path, you'll find the next Flicky in snowman form. Collect him and the shield and them continue Southwest to find the final Flicky and the Dimension Ring.

Diamond Dust Zone
Act 2 / Area 2

Once you appear on screen, you're standing in a small square area. The beginning of the path out of this area is on the Western side of the area. Follow the icy path to reach an area where you'll find the first two Flickies.

Bonus Round

Once you collect them, you can find a path that leads to Tails on the Northeastern side of the area.

Once you return from the bonus area, there are two paths at the Southwestern side of the area. It doesn't matter which you choose, they both lead to the same location. Make your choice and follow one to the next area where you'll find the final three Flickies. Once you collect them, you'll find the Dimension Ring on the Eastern side of the area.

Diamond Dust Zone
Act 2 / Area 3

Step on the Spin Dash Pad to enter the area. You'll slide to a finish near a fork in the path, one fork goes Southwest and the other goes Southeast. The Southwest path leads to **Knuckles and the bonus area** , the Southeast continues along your journey. Follow the path to find the first two Flickies. Directly after them you'll arrive at the river. The exit off of the river is at the Northeastern edge. Follow the path to find the next Flicky, then use the spring pad to reach the higher area. Collect the next Flicky and continue along the path to reach the next Flicky and the Dimension Ring.

Diamond Dust Zone
Act 3 / Boss Battle

Area Description

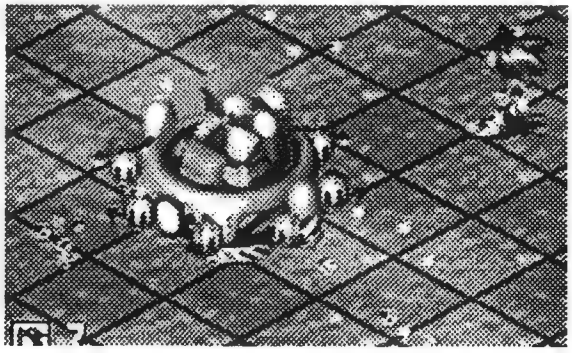
The battle takes place in a flat, octagonal-shaped area. Other than the rings around the edges of the area, there's nothing to aid you in your battle.

Boss Description

Robotnik is in the sphere shaped craft, this time it's equipped with snowblowers. As he flies around the area, he occasionally swoops down and places an exploding snowman on the ground.

How To Defeat

This battle is pretty basic, all you really need to do is avoid the exploding snowmen and jump attack Robotnik's craft when its near the ground. The craft has eight snow guns around the outside. Each time it takes a hit one of the guns disappears. It takes 8 hits to defeat him.



Volcano Valley Zone

The key item to have while trying to get through this zone is the fire protection shield.

Act 1 / Area 1

You begin the act standing in a small area with a path on the East side. Follow the path and jump across the gap to reach the path on the other side. Once across, follow the path to reach the first Flicky. Once you collect him, take the path on the Southeast side of the area and follow the path to the next Flicky at the bottom of the slope. In this area there is a gap on the Western side that you need to leap across to find the next Flicky. Collect the Flicky, hit the Invincibility monitor and then jump back across the gap. Now, take the path on the Southeastern side. Follow the path to reach the next Flicky. After you collect him, you'll need to jump Southwest across another gap to continue. When you land on the other side, stop in your tracks, there are flame-throwers just left of your position. Hug the Northern edge of the path (where the throwers area located) and then slowly make your way past them (jump over them). Continue along the path until you reach another gap. Getting across this gap is slightly more tricky the previous ones. Wait and watch the pattern of the fireballs that shoot from the gap. First four will shoot to the right, then four will shoot to the left. **It's safe to jump after the second set of fireballs**. On the other side of the gap, carefully make your way past the flame-throwers and fireball jump rope. Once past the jump rope, you'll come to an area where you'll find the last Flicky, the Dimension Ring, and five stone squares. First collect the Flicky, then jump on the stone second from the top of the screen. You should find a round opening in the ground below it. Drop into this opening and you'll warp to an area where you'll find a fire protection shield monitor. Now that you're safe from fire, hit the Dimension Ring to warp to the next area.

Volcano Valley Zone

Act 1 / Area 2

When you appear in the next area, the first thing you want to keep in mind is to be very careful. You don't want to do anything that will cause you to lose your fire protection shield... DON'T GET HIT !!

Now follow the path and you'll find the first Flicky without any problem. Follow the path and it will lead you to the next Flicky. After you collect him, break the stones at the end of the path to find a tube that goes under a lava field and to the next section of the path. Once on the other side, you'll find the next Flicky to the Northwest of the tube.

Tails and the Bonus Round

After you collect the Flicky mentioned above, continue Northwest along the path until you reach a higher level that you need to reach and no spring pad. To reach it you need to use the transport. Step on it, and Spin Dash to make it rise to the next level. Once you're at the top, press the "Up" and "Left" and release the spin dash button to exit the transport and break through the wall to reach Tails.

(Volcano Valley Zone – Act 1 / Area 2 cont.)

From the tube's exit, continue Southwest along the path and you'll find the next Flicky. Don't collect the normal shield if you have the fire protection shield. At the end of the path you'll find a higher level that you need to reach and a transport. Step on it and Spin Dash to make it rise to the next level. Once you're at the top, press the diagonally "Up" and "Left" and release the spin dash button to exit the transport. At the top of the platform, you'll find the next Flicky and another transport to a higher level. Collect the Flicky and then use the transport to reach the higher level. You'll find the Dimension Ring on the next level, use it to go to the next area.

Volcano Valley Zone

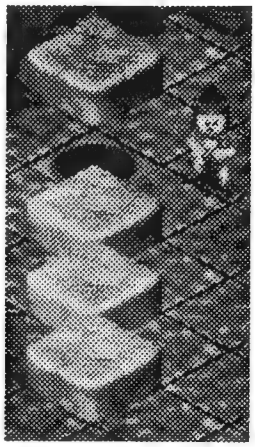
Act 1 / Area 3

When you arrive on the screen, walk Northwest and you'll drop off a small cliff. Now you need to run and jump across a gap to reach the path on the other side. At the far end of the path, you'll find a transport, use it to reach the higher level above. At the top, you'll see five stones, the middle stone covers a tube that leads to a fire protection shield. Continue Northwest to find the next Flicky. Once you have him, go up the slope on the North to find the next Flicky. Collect him and you'll find the next Flicky slightly Southeast. Once you've collected him, follow the path Southeast to find another transport and use it to reach the higher level. You'll find the next Flicky at the top of the next platform. Once you collect it, follow the path Northeast and you'll find the final Flicky and the Dimension Ring.

Volcano Valley Zone

Act2 / Area 1

You begin this act standing atop a raised section of pathway. There are basically three directions you can go, Northwest along the path, Northeast along the path, and due North into the lava-field. First go Northeast only far enough to collect the rings on the path. Once you collected them, it's time for the tricky part. Jump directly into the lava field and run to the eastern side. When you touch the lava, you'll take damage, but you'll then be invincible for a few seconds. Use this time to reach the island where the shield is located. There you'll find a small island with a fire protection shield. *(You could try you follow the paths around the lava, but there are more dangers for you to get past. It's much easier to run through the lava and lose a few rings, that you chance loosing a life.)* From this island there are two paths you could take, one to the Northwest and one to the Southeast. Take the Northwest path first and collect the Flicky. After you collect him, follow the path Southwest and you'll find he next Flicky. Now backtrack to the island where you found the fire protection shield and take the Southeast path. Follow it Northeast to reach a gap with a platform floating across the lava. From this point you can travel in two directions, Northwest and Northeast. Even though they both lead to the same location take the Northeast path, it leads to the Flickies. The Northwest gap only takes you to the transport to the next higher level. Once across the gap, follow the path up the incline to reach a high ledge, Use the spring pad to reach the ledge and continue Northeast. Follow the path as it turns Northwest and it will lead you to the next Flicky. Collect him and then follow the path Southwest and drop off the cliff. When you land the next Flicky will be almost directly in front of you. Once you collect him, follow the path Northwest and you'll cone to some flat stones. The stone second from the top covers a tube that leads to a fire protection shield. Now, follow the path and it will take you to a transport. Use it to reach the higher level. At the top, you'll find the final Flicky and the Dimension Ring.



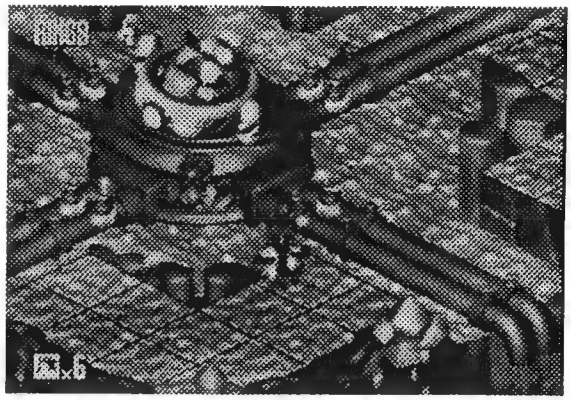
Volcano Valley Zone

Act 2 / Area 2

When you appear on screen, walk to the Northwest and drop to the ledge below. Now, run and jump across the three lava pits in the path to continue Northwest. Follow the path and jump over the next gap. On the other side of the lava pit, you'll find three flat stones on the eastern corner of the path. The stone in the middle covers a tube that leads to a 1-up. Once you collect the 1-up, follow the path Southwest to the fireball jump rope and the next Flicky. After the fire ball rope, you can go in two directions, Southwest down a slope to the lava field or West to a transport. For the sake of the walkthrough use the transport. When you reach the higher platform, you'll find the next Flicky. Once you've collected him, follow the path on the West side of the area and either jump the gap or drop to the path below (they both lead to the same place). Regardless of your choice, make your way Southwest to find the next Flicky. Once you collect him, make your way down to the path on the Southwest corner of this area. Follow the path and it will lead you to the final two Flickies. The path will circle around and lead you to a transport, use it to reach the higher area. Once up top, you'll find the Dimension ring.

Volcano Valley Zone
Act 3 / Boss Battle

Area Description
You're in an area filled with lava. There are four platforms (that Sonic can stand on) around the edges of the lava field. There is some sort of device in the middle of the battle area with pipes branching in four directions.



Boss Description
Robotnik pilots his now, very familiar, craft into the device in the center of the battle area. As you fight, he shoots flames that track and follow you as you try to run around the battle area.

How To Defeat
This battle is very difficult to get through because it requires precision jumping. The only way to reach Robotnik's craft is to jump onto one of the pipes in the lava and then to the craft. Try to collect one ring at a time to conserve them during the fight. If you try to jump onto a pipe and miss, try to grab your ring again and attack while Sonic is flashing and invincible. It takes 8 hits to defeat him. Good luck…you'll need it.

Gene Gadget Zone
Act 1 / Area 1

Begin by going Southeast down the slope to find the first Flicky at the bottom. Collect him, then follow the path Southeast and you find the next Flicky in the Southern corner. Once you've collected him, go Southwest down the fan stairs. You'll find the next Flicky, an elevator, and glob cannon on this level. Collect the Flicky and then walk into the elevator on the West side of this level. When you arrive on the next level, you should see the Flicky west of the elevator door. The final Flicky is just slightly to the West. Collect him and then go down the slope on the Southeast side of the area to reach the Dimension Ring. Once the force field deactivates, you'll need to step on the spin dash pad to zip to the next area.

Gene Gadget Zone
Act 1 / Area 2

You begin this area atop a platform that slopes down in two directions, Southwest and Southeast. Three Flickies can be found in this first area. Once directly South of your start position, one to the Southeast and one to the Southwest. Once you've collected all three, use the elevator in the Southwest corner to reach the next area. The final two Flickies of this area can be found Southwest of the elevator door. One is seated on a small island in the middle of the fans, and the other is flying just right of the seated Flicky. Once you collect them both, use the Dimension ring on the East side of the area.

Gene Gadget Zone

Act 1 / Area 3

Follow the path West and you find the first Flicky patrolling in front of the elevator. Once you collect him step into the elevator to transport to the next area. Once you finish zipping through the tubes, you'll appear on a small platform. There are two directions you can go, Northwest up the slope, and Southwest down the slope. The next Flicky is at the top of the upward slope. After you collect him, make your way down the Southwest slope. The next two Flickies are patrolling at the bottom of the downward slope. At this point you should be standing in or near a depression in the area where you can go in three directions, Northeast back up the slope to the elevator, Northwest up a slope toward the glob gun, and Southwest to another elevator (this leads to a 1-up). Go Northwest toward the gun and use the fans to reach the higher area where you'll find the final Flicky on this area. Once you've collected him, enter the elevator directly behind him to warp to the Dimension Ring.

Gene Gadget Zone

Act 2 / Area 1

This is probably the most difficult act to get through. Not only do you need to remember where the Flickies are, but its difficult to reach them in general.

Begin by going Southeast and down the incline from your start position. At the bottom, go Northeast and step on the spin dash pad. When you land in the upper area, go North and you'll find the first Flicky near the glob gun. Once you catch him, enter the elevator to the East of the glob gun. Now for the first tricky maneuver that you'll need to make. Slightly South of the elevator door, you'll find a large steep incline. The next three Flickies are located on areas adjacent to this incline. They are very difficult to get to and you probably won't reach them the first few times you try. There are two areas on the right side and two areas on the left side. To start, look closely and you'll see two steps (with yellow and black stripes) built into the side of the incline. Carefully make your way down to the second (from the top) step. Once there, jump to the right (East) to the next step. Now wait for the moving platform to approach and leap onto it once it's close enough. Ride it to the east and jump to the next step. Continue moving East until you reach the far eastern area. You'll find the next Flicky here, atop a small raised area. After you collect him make your way back to the steps on the incline. Step onto the first step left of the fans. If you look closely you should see another step below it and to the left. Slowly step to the left off the step and slide to the step below *(press "Up" on the D-Pad to slow yourself down)*. Now jump to the are right (east) and you'll land on the platform. Here you'll find another Flicky and the Dimension Ring. **Remember this area you'll need to return here once you get the remaining Flickies**. To reach the next Flicky, all you need to do is walk to the West off the platform and slide down the slide (you more that likely seen and collected him already). You'll arrive in an area electro-pods on the floor. The Flicky is flying over the pods. Collect him and then enter the elevator to the West. This will take you back to the upper area to help you reach the inclined area again. Walk down the slope, and then turn and walk Northeast to step on the spin dash pad. Walk Northeast and into the elevator. Getting to the final Flicky is actually pretty easy. From the elevator (at the top of the incline), walk to the far West side. Step down onto the incline and press diagonally "Up" and "Left" on your D-Pad. You should land on an electro-pad that's connected with the level where you'll find the Flicky. Follow the pads to the west and you'll find him with no problem. Once you've collected all the Flickies, you need to go back to the area on the right side of the slope where you earlier found the Dimension Ring.

Gene Gadget Zone

Act 2 / Area 2

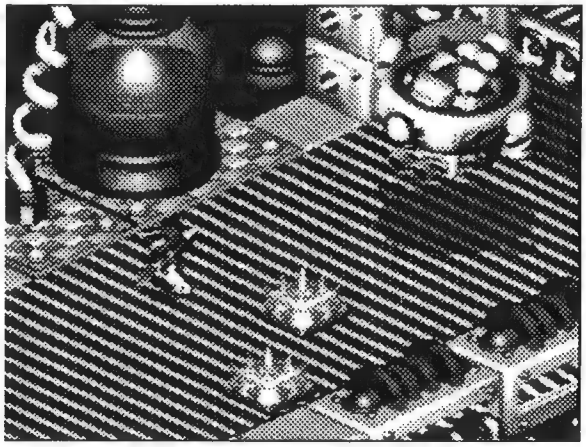
When you begin, you're standing in front of the elevator. There's an incline to the Northeast, a shield monitor to the Southeast, and a path to the West. A Flicky and the Dimension Ring are up the incline to the Northeast. So you need to find the other Flickies first. Collect the shield, and then go down the path to the West. You'll find the first Flicky standing on top of a raised area not far down the path. Collect him and then continue West down the path. Make your way down the fan stairs and continue West to find the next Flicky in an area with lots of electro-pads and a glob gun. Carefully collect the Flicky and then follow the path Southeast and then down the incline. At the bottom of the incline, make your way past the glob gun to reach the spring pad at the eastern side of the area. Use the spring pad and the moving platforms to reach the higher area above. You need to jump from the spring pad to the electro-pad directly above it. Once on the electro-pad, you need to jump continuously until you can jump to the moving platform. Jump from the moving platform to the next electro-pad, and then the next moving platform. From there jump to the next electro-pad and then to the platform above. Here you'll find the next Flicky. Collect him and then enter the elevator on the eastern side of the area. When you're finished transporting, the platform you arrive on has the Dimension Ring and a Flicky. There is another Flicky on a platform below that you must collect before you can exit. Jump off the Western side of the platform and make your way down to the area below to collect the Flicky. Once you collected him, make your way back up to the Dimension Ring.

Gene Gadget Zone

Act 3 / Boss Battle

Area Description

A moving conveyer belt with spikes at the far end.



Boss Description

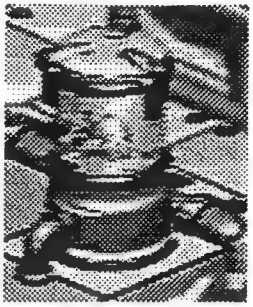
Robotnik is back, and still in the spherical ship. This time he has two guns placed on the front of the ship that he tries to blast you with. As you battle, spikes come rolling out on the conveyer belt.

How To Defeat

You must maneuver around the spikes on the conveyer belt, dodge the shots from Robotnik's craft, and hit the ship with a jump attack when its near the ground. Grab a few rings and try to stay near the top of the conveyer belt. This way you only have to dodge the spikes that come out on the belt. When Robotnik swoops in for an attack, jump and hit the top of the craft. It takes 8 hits to defeat him.

Panic Puppet Zone

In this zone the trapped Flickies aren't in robot form, they're trapped inside glass canisters. To free them, you need to jump attack the canister itself.



Panic Puppet Zone

Act 1

You begin the act standing in front of a doorway, the path ahead of you heads in a Southwest direction. Follow the path and make your way down the fan stairs to reach a large area with a depression in the middle. The first Flicky is on the East side of this area. There are two paths out of this area, one slightly east of the canister containing the Flicky, and another to the west side of the area. The path to the East leads to a dead end, therefor you need to take the Western path. Carefully, make you way down the incline (past the glob guns) to reach a conveyer belt. The belt is running toward you opposite of the direction Sonic needs to travel. Jump onto the switch to the West to flip it to the other side and change the direction of the belt. Jump on the belt and ride to the next location. Once there, follow the path to reach a steep incline. Jump to the moving platform on the incline, and then spin dash to the top. Follow the path and you'll find an area with a glob gun, an incline going Northwest, a Flicky, and a higher ledge on the Eastern side. First collect the Flicky in the canister in the eastern corner, then jump to the higher ledge slightly North of the canister. Make your way down the incline and you'll come to a fork where you can follow the path Northeast for a slight bit, or you can climb an incline the goes Northwest. The next Flicky in to the Northeast, collect him and then climb the incline. When you reach the top, you'll see an elevator entrance to the east, don't enter it. Instead, go Southwest along the path until you come to an area where you can go North up a small incline. From this point, you can find the next Flicky at the top of this incline, and the final Flicky south along the path. Once you've collected the final Flicky, make your way back to the elevator on the far Eastern side of this area. Enter it and ride to the next location. You'll next appear in an area with an incline directly West of the elevator and a conveyer belt to the Southeast. The belt is running in the wrong direction, so you need to flip the direction switch. The switch is located at the top of the incline. Once the belt's direction is changed, ride it to the next location. Once on the other side, follow the path Northeast and up the fan steps. At the top you'll find the Dimension Ring on the Eastern side.

Panic Puppet Zone

Act 2 / Area 1

This act is 100% no muss no fuss, you don't have to find any Flickies at all, you only need to make your way to the final confrontation with Robotnik. There are no alternate paths to worry about, you follow one set path to him. You only need to worry about the enemy creatures that attempt to block you path.

You begin the act standing in an area with an elevator on the eastern side. Use the elevator to reach the next location. The next area you appear in has two possible exits, a conveyer belt on the Southern side and a path on the Eastern side. The path to the East leads back to the beginning of the act, so take the conveyer belt to the South. From this point you only need to follow the path to reach Robotnik. You finish by going into a tube that protrudes from the mouth of a huge Robotnik statue.

Panic Puppet Zone

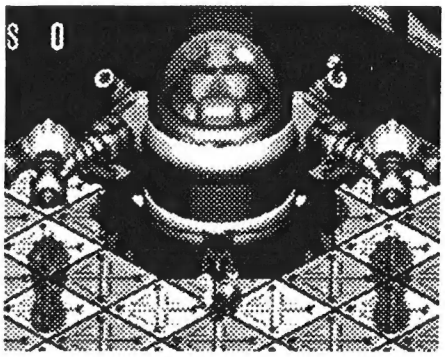
Act 3 / Boss Battle

Area Description

This is it the final battle with Robotnik. There are three battle areas that you'll need to fight through. The areas are all identical, the difference is the abilities of the craft you're fighting. The battle area is in the shape of a "V" with rings on the outside edges and Robotnik's craft in the center of the V.

Boss Description
1st Form

The craft has two arms with spiked balls where the hands would be. Robotnik attempts to smash Sonic with the mechanical arms as you maneuver around the battle area. At the shoulder section of each arm there is a small blue light. The light flashes after an attack, this is where and when you can attack an cause damage. These lights are on all three forms of the Boss in this Act. You must jump attack the light to cause damage to Robotnik's craft. Hitting it anywhere else will only hurt Sonic.



How To Defeat

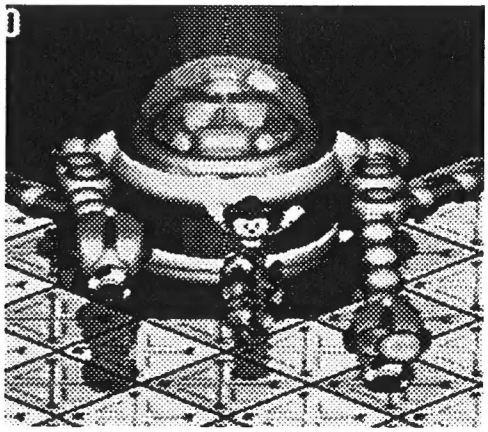
Try to stand in front of the craft in the middle of the area. Wait for one of the arms to stop over you. Once it does, it's about to smash down. You'll have to quickly run out of the way and hit the blue flashing light of the attacking arm. It takes **4 hits per arm** to defeat the craft. Once you defeat the craft, a trap door will open on the right side of the battle area. Drop through the door to reach the next area.

Boss Description
2nd Form

This form is basically the same as the last except the arms are now equipped with flame throwers.

How To Defeat

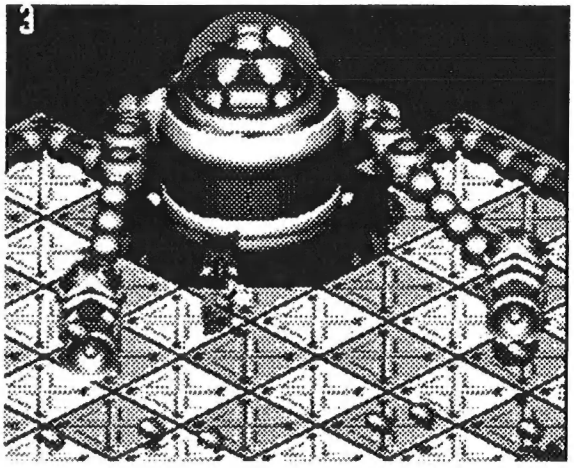
This form is really easy to defeat. The arms fire without any warning and in an alternating fashion (right and then left). Collect a few rings, then wait under one of the lights. As soon as it flashes, jump attack it and then run to the other light (dodging the fire along the way). Again, **it takes 4 hits per arm** to defeat the craft, and the trap door to the next area is on the left side this time.



Boss Description
3rd Form

This the final form, and is much more difficult to defeat unless you stay on top of it. Is has arms like the previous forms, but this time it's equipped with some sort of ricochet ball weapon. The arms fire in an alternating fashion.

How To Defeat
Same as the two previous forms, you must attack the light at the shoulder to cause damage. This form is much more difficult to get past if you allow it to release it's weapons. Try to position yourself under an arm's light and continuously jump until you hit it and the craft takes damage. The sooner you hit the light, the smaller the amount of ricochet balls it will release during it's attack. It's possible to hit it before it can release any balls. Run from arm to arm and repeat the process until you defeat the craft. It takes 4 hits per arm to defeat the craft.



Congrats, you've defeated Robotnik... unless you didn't collect all the Chaos Emeralds?

The Final Fight

This is a special bonus zone that is reached by collecting all seven Chaos Emeralds during the game. This is by far the most difficult boss battle in the game. The fights take place in a black void and the only things visible are the grid Sonic stands on during the fight and the craft Robotnik is piloting.

There are ten "Battle Grids" the Sonic must battle through to defeat Robotnik in this ***zone (there are actually only five separate grids, but for must fight through each of the five grids twice).*** During the battle Robotnik will attack, and then fly the craft literally into the grid. You can only cause damage to the craft while it's in the grid.

First & Sixth Battle Grid

Area Description:
The first grid is diamond shaped, and there are 6 rings along the bottom right side. *These are the only rings you have for the entire zone*, try your best to collect as many as possible if you take a hit during the battle. Fir this battle collect one ring and then wait for Robotnik's craft to appear on the upper left side of the grid.

Boss Description:
Robotnik pilots a craft that has two hands on each side. The fingers of the hands are laser guns that fire across the grid in attempt to hit Sonic.

How to Defeat:
This battle is fairly simple to get through, you only need to avoid the laser shots, and then wait for the craft to enter the grid. Once it does jump onto it and bounce attack it. You only need to hit it once to complete this stage of the battle. Once hit, the craft will zoom into the air. A path to the next battle grid will appear on the right side of the diamond shaped grid, cross it to continue.

Second & Seventh Battle Grid

Area Description:
This battle grid is also diamond shaped, but there are no rings to be found. The previous grid had the only rings for the entire zone.

Boss Description:
Robotnik is still inside the metal craft but this time it has a flame thrower. The craft fires a blast of flame made of red and blue fire balls. The fire tracks and follows Sonic as you try to avoid it.

How to Defeat:
When Robotnik fires a blast of fire, run around the grid to avoid it and wait for him to fly the craft into the grid. Once he does, bounce attack the craft to end this section of the battle. Once hit the craft will again zoom into the air, and a path to the next grid will appear on the upper left side the current grid.

Third & Eighth Battle Grid
Area Description:
This battle grid is thin and rectangular-shaped.

Boss Description:
This time Robotnik's craft is equipped with hands the detach and hover over the grid. After the hands separate, the main portion of the craft flies into the air and the battle begins.

How to Defeat:
The hands attempt to maneuver above Sonic's head and then crash down and smash him. As the hands maneuver above Sonic, then make a warbling sound. When the hands are about to attack, the sound speeds up. Listen carefully to the sound and you shouldn't much of a problem avoiding them. After three smash attempts the hands will land at opposite sides of the grid. Position Sonic near the center of the grid and prepare to jump for your life. Each hand will suddenly zoom towards the side of the grid opposite of it landed, attempting to hit Sonic in the process. You only need to jump into the air to avoid them (timing is crucial). Once you avoid the sliding hands, Robotnik will pilot the craft into the grid. Bounce attack him to end this section of the battle. The path to the next battle grid appears at the upper left portion of the rectangle.

Fourth & Ninth Battle Grid
Area Description:
The next grid is rectangular like the first and second battle grids.

Boss Description:
Robotnik is still inside the metal craft, this time come packed with missiles.

How to Defeat:
As you fight he fires five to six missiles into the air, that come raining down on the grid. This portion of the battle is simple to get through. After Robotnik fires his missiles, stand in place and wait for the missiles to come toward the ground. As they near the ground, each missile will cast a shadow at it's point of impact. You only need to move away from the shadow to avoid the missile. As you avoid the missiles, make you way toward the upper left side of the grid, where Robotnik's craft is located, and wait for him to enter the grid. The is the difficult portion of this battle. The craft will enter the grid VERY QUICKLY. And you need to act even faster to attack it. Use the good old bounce attack to hit it and move to the next portion of the battle. The Path to the next battle grid appears on the lower left side of the current grid.

Fifth & Tenth Battle Grid
Area Description:
This grid is "U" shaped with the opening facing the upper left.

Boss Description:
Robotnik is once again inside the metal craft, this time it's equipped with a ricochet ball weapon.

How to Defeat:
The only thing you can do during this battle is jump into the air to avoid the balls and wait for the craft to enter the grid. Once it does, bounce attack the craft to finish the battle.

Remember you have to go through the sequence twice to complete the zone.

Congrats...you've completely defeated Robotnik this time.

Tips Written By James Faison
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